

**AMENDMENTS TO THE CLAIMS:**

This listing of claims will replace all prior versions, and listings, of claims in the application:

Please amend the claims as follows:

1. (Currently Amended) A method of modifying a user interface for displaying structured database information associated with a task in two or more ordered steps in work panes of a window, comprising:

displaying a first work pane having a first user interface pattern associated with a first of the two or more sequential steps of the task;

displaying a second work pane after display of the first work pane, the second work pane having a second user interface pattern associated with a second of the two or more sequential steps of the task;

receiving a command from a user to display the first work pane and the second work pane simultaneously; and

displaying the first work pane having a first user interface pattern associated with a first of the two or more sequential steps of the task and the second work pane having a second user interface pattern associated with a second of the two or more sequential steps of the task simultaneously in the same window, wherein content of both the first work pane and the second work pane is automatically changed based on the two or more sequential steps of the task being performed.

2. (Original) The method of claim 1 further comprising:

storing the command from the user, so that the user interface always displays the first work pane and the second work pane simultaneously for the user.

3. (Original) The method of claim 1, further comprising:  
receiving a command from the user to display the first work pane prior to displaying the second work pane.
4. (Original) The method of claim 1, wherein the command from the user is received through a contextual menu.
5. (Original) The method of claim 1, wherein the first user interface pattern is a form.
6. (Original) The method of claim 1, wherein the first user interface pattern is a graph.
7. (Original) The method of claim 1, wherein the first user interface pattern is a data object display.
8. (Currently Amended) A method of modifying a user interface having a first pane for displaying a first user interface pattern, a second pane for displaying a second user interface pattern, and a third pane for displaying one or more related actions, comprising:

displaying the first pane having a first user interface pattern associated with a first of two or more sequential steps of a task, the second pane having a second user interface pattern associated with a second of the two or more sequential steps of a task, and the third pane, wherein content of both the first work pane and the second work pane is automatically changed based on the two or more sequential steps of the task being performed;

receiving an input from the user to show the second pane as a related action;  
hiding the display of the second pane; and  
adding a link to the second user interface pattern to the one or more related actions.

9. (Currently Amended) A system for modifying a user interface having two or more sequential steps associated with a task displayed sequentially in a window, comprising:

a memory; and  
a microprocessor in communication with the memory and programmed to:  
display a first work pane having a first user interface pattern associated with a first of the two or more sequential steps of the task;  
display a second work pane after display of the first work pane, the second work pane having a second user interface pattern associated with a second of the two or more sequential steps of the task;  
receive a command from a user to display the first work pane and the second work pane simultaneously; and

display the first work pane having a first user interface pattern associated with a first of the two or more sequential steps of the task and the second work pane having a second user interface pattern associated with a second of the two or more sequential steps of the task simultaneously in the same window, wherein content of both the first work pane and the second work pane is automatically changed based on the two or more sequential steps of the task being performed.

10. (Original) The system of claim 9 wherein the microprocessor is further programmed to:

store the command from the user, so that the user interface always displays the first work pane and the second work pane simultaneously for the user.

11. (Original) The system of claim 9 wherein the microprocessor is further programmed to:

receive a command from the user to display the first work pane prior to displaying the second work pane.

12. (Original) The system of claim 9, wherein the command from the user is received through a contextual menu.

13. (Original) The system of claim 9, wherein the first user interface pattern is a form.

14. (Original) The system of claim 9, wherein the first user interface pattern is a graph.

15. (Original) The system of claim 9, wherein the first user interface pattern is a data object display.

16. (Currently Amended) A system for modifying a user interface having a first pane for displaying a first user interface pattern, a second pane for displaying a second user interface pattern, and a third pane for displaying one or more related actions, comprising:

a memory; and

a microprocessor in communication with the memory and programmed to:

display the first pane having a first user interface pattern associated with a first of two or more sequential steps of a task, the second pane having a second user interface pattern associated with a second of the two or more sequential steps of the task, and the third pane, wherein content of both the first work pane and the second work pane is automatically changed based on the two or more sequential steps of the task being performed;

receive an input from the user to show the second pane as a related action;

hide the display of the second pane; and

add a link to the second user interface pattern to the one or more related actions.